

# REACH FOR THE STARS

This stunning science-fiction adventure takes place in the year SD 772.

A brutal attack on the peaceful world of Hyda has separated Fayt from all that he knows and loves. Now he must search the galaxy to find what he has lost.



## SPECIAL 2-DVD COLLECTION

This 2 disc set is packed with features recently made available in Japan in the "Director's Cut" version of the game.

### Extra features include:

- Two additional playable characters
- New enemies, areas, and scenes
- Expanded events, music, and CG sequences
- All-new VS. fighting mode allows you to battle head-to-head or team up against the CPU



1-2 Players | Memory Card (for PS2) - 175 KB | Digital Control

Analog Control | Vibration Function | Pressure Sensitive | Progressive Scan

Square Enix, Inc. - 6060 Center Dr. Suite 100, Los Angeles, CA 90045

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

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**Canada:** 1-900-451-KLUE  
(1-900-451-5583) \$1.50/min.  
Automated Tips only.

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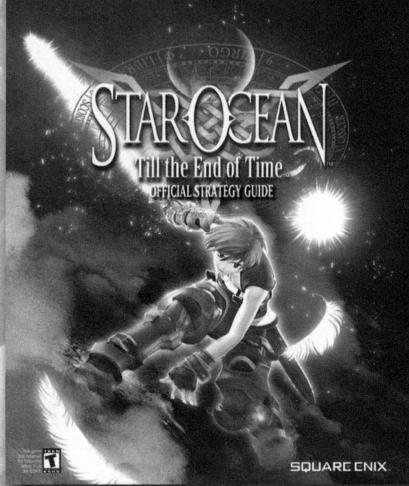
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Twelve heroes thwarted the Ten Wise Men's plot to destroy the universe. Four hundred years have since passed...

The date is SD 772. The Pangalactic Federation is at the zenith of its might with unparalleled power in the universe. Having already explored one third of the Milky Way, the Federation continues research in its insatiable quest for even more power.

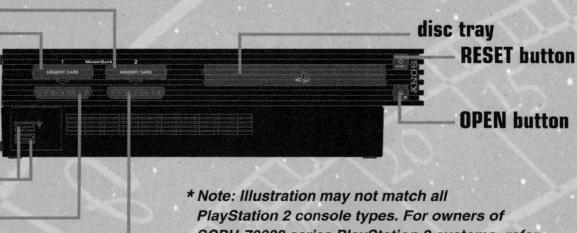
The young Earthling Fayt Leingod and his family visit Hyda, a resort planet in the Pangalactic Federation. His parents, Robert and Ryoko, lead busy lives as premier authorities on symbological genetics. With their first extended break in some time, they have decided to take a family trip. Fayt is far from enthusiastic, but his childhood friend Sophia Esteed pesters him into going along. Despite his complaints, Fayt enjoys the trip in his own way; it gives him the chance to escape his studies and play battle simulator games to his heart's content.

Fayt strolls around the hotel and plays the battle simulator with Sophia while his parents relax on the beach. This tranquility is abruptly shattered when an unknown military space force attacks Hyda. The assault leaves buildings destroyed and the resort's natural surroundings in ruin. Amidst the chaos, Fayt attempts to escape with Sophia and the other resort guests to an emergency shelter, joining his parents along the way. But even their escape route falls under attack. Fayt manages to reach the shelter, but he is separated from his parents...



# STAR OCEAN

Till the End of Time™

**MEMORY CARD slot 2**  
**MEMORY CARD slot 1**


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **STAR OCEAN™ Till the End of Time™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

### START MENU

#### Getting Started and the Start Menu

The title screen and start menu will appear when the START button is pressed. Select an option with the left analog stick or directional buttons, then press the **X** button.

- If you are playing the game for the first time, please start from Disc 1. See p. 5 for more information about beginning a new game.

#### New Game / Continue

Select "New Game" to start the game from the beginning. The game will begin after you have configured your initial settings. To continue from where you left off, select "Continue." Select the game data you want to load to resume your adventure.

#### Battle Trophies

After meeting certain conditions in the game, you can select "Battle Trophies" from the start menu. When selecting Color Twins, please load "Battle Trophies" first (see p. 33 for details). Save your game data if you wish to keep that color.



#### Changing Discs

An image like the one shown on the left will appear when you need to change discs during the game. Please follow the on-screen instructions when changing discs. Do not change discs at any other time.

- Please do not insert any discs that are incompatible with the PlayStation®2. Refer to your PlayStation®2 Instruction Manual for more information on compatible discs.


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QA Coordinator  
Hironori Akiyama  
QA Assistant Coordinators  
Naoya Matsuda  
Naoyuki Hiyerama  
Hisato Iwatsuki

**QA STAFF**

Noriakazu Naoi  
Shinichiro Ikeda  
Takejiro Otani  
Ikuji Koike  
Toshiya Akita  
Hideo Fukaya  
Hiroyuki Sekino  
Yasuharu Hayashida  
Toshinari Iwafune  
Hidekazu Watanabe  
Michitoshi Hamasaki  
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Kouchi Kawachi  
Takanori Onishi  
Masaekatsu Inomata  
Hiroyuki Omura  
Takahiro Nasu  
Keisuke Suzuki  
Toru Saito  
Hironori Ono  
...and all QA Staff

Special Thanks  
Osamu Ishii  
Tomokazu Nagamori  
Takafumi Matsui

**General Manager**

Akihito Shoji

**Web Support**

Heiki Yoneyama

Art Work  
Naoki Ohishi  
Takashi Kamimura

**Software Sales & Promotion**

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Koji Takada  
Satoshi Kashiwazaki

**International Sales**

Chief Staff  
Koji Suga

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Hirotoshi Isosu

Sales Manager  
Tomoyoshi Oosaki

**U.S. Recording**

[ZRO Limit Productions]

Producers  
Yutaka Maseba  
Harujo Kanekaku  
Osamu Maseba  
Director  
Kevin Seymour  
Recording Facility  
Magnitude 8 Post

Digital Tracker  
Collin McQueen

Produced by  
ZRO Limit Productions  
in association with  
Animaze..iNc

**Rating Advisors**

Hiroko Hamada  
Reiko Kondo  
Akira Kashiwagi

**Localization**

Localization Director  
Jin Kimura

Localization Coordinator  
Michiko Miyazaki

Localization Assistants  
Shin Kimishima  
Noriko Iwahara

Special Thanks  
Kazuyoshi Tashiro  
Yoshinori Uenishi

Localization Manager  
Akira Kashiwagi

**Special Thanks**

ADK  
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MISSILE-COMPANY INC.  
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Tomoe Suzuki  
Tomoya Asano

Assistant Producer  
Hajime Kojima

Producer  
Yoshinori Yamagishi

Executive Producers  
Yukinobu Chida  
Yosuke Saito

**Publishers**

Keiji Honda  
Yoshi Wada

Translation  
(Bowne Global Solutions)

**Director**

J. Patrick Riley  
Business Development Planner  
Yuli Kim

**Coordinator**

Steve Anderson

**Engineer**

Naoki Matsumoto

**Project Manager**

Yoko Muto

**Translators**

Alexander O. Smith  
Jason Franzman  
Joel Sasseone

**QA**

Philip Soldini

**SQUARE ENIX, INC.**

Quality Assurance Manager  
David "Ribs" Carrillo

Senior Lead Product Analyst  
Mohammed A.C. Wright

Lead Product Analyst  
Jonathan Cooperson

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Matthew A. Cliff

Product Analysts  
Matthew B. Flynn  
Ryan J. Gibson  
Alfred Holz

Jared R. Hoy  
Tim Law

Eric Adele Lee  
Sophyrun May  
Christian Nieto

Robert Allen Peeler  
Jason Throop

QA Translator  
Sachiyo Ikeda

Localization Specialist  
Jyun Takagi

Localization Manager  
Yutaka Sano

Customer Support  
Ryan Riley  
Anthony Montana

Marketing Communications  
Kyoko Yamashita  
Sonia Im  
Felice Wu

Marketing  
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Business Development  
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Jun Iwasaki

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BradyGAMES  
The Kenwood Group  
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## MARIA



	Short-Range Style	Mid-Range Style	Long-Range Style
Ⓐ S	Crescent Locus	Gravity Bullet	Charge
Ⓐ L	Pulse Blast	Laser Blast	Aiming Device
ⓧ S	Triple Kick	Charge	Scatter Beam
ⓧ L	-----	-----	Radiation Bots
Support 1	Increase Fury	-----	-----
Support 2	-----	-----	-----

## ALBEL



	Balanced Style	MP-Attack-Oriented	Simple Style
Ⓐ S	Shockwave Swirl	Aura Wall	Aerial
Ⓐ L	Air Slash	Palm of Destruction	Stun
ⓧ S	Double Slash	Hand of Doom	Charge
ⓧ L	Dragon Roar	-----	Increase HP Damage
Support 1	-----	-----	Increase Fury
Support 2	-----	-----	-----

## PEPPITA



	Balanced Style	Simple Style	Range-Oriented
Ⓐ S	Kaboom	Charge	Stun
Ⓐ L	Instant Blast	Instanto Blast	Magic Hook
ⓧ S	Charge	Aerial	Faerie Friend
ⓧ L	Magic Hook	-----	-----
Support 1	-----	Increase Fury	No Guard
Support 2	-----	Critical Hit HP	-----

## SOPHIA



	Long-Range Style	Short-Range Style	Simple Style
Ⓐ S	Earth Glaive	Charge	Charge
Ⓐ L	Fire Bolt	Drain	Stun
ⓧ S	Lightning Blast	Efreet	Critical Hit
ⓧ L	Thunder Flare	Fire Bolt	-----
Support 1	Standby Healing	Critical Hit HP	No Guard
Support 2	Increase Fury	-----	Critical HP

## MIRAGE



	Balanced Style	Range-Oriented	Charging Style
Ⓐ S	Crescent Locus	Sphere of Might	Charge
Ⓐ L	Aerial Assault	Hammer of Might	Stun
ⓧ S	Electric Fists	Triple Kick	Avenger Charge
ⓧ L	-----	-----	-----
Support 1	-----	Increase Fury	Standby Healing
Support 2	-----	-----	-----

## ADRAY



	Long-Range Style	Simple Style	Charging Style
Ⓐ S	Lightning Blast	Fire Bolt	Chaos Tide
Ⓐ L	Fire Bolt	Fire Bolt	Chaos Tide
ⓧ S	Earth Glaive	Titan Fist	Charge
ⓧ L	Sirocco	-----	-----
Support 1	-----	No Guard	Standby Healing
Support 2	-----	-----	-----

## INITIAL SETTINGS

You must configure your initial settings before starting the game. The Initial Settings screen will appear when you select "New Game." Make your selections with the directional buttons and press the **X** button to confirm. Pressing the **Ⓐ** button will take you back to previous settings.



## 1. DISPLAY SETTINGS (Configure screen)

Here you can configure the aspect ratio of your screen. Select the correct ratio for your television screen and press the **X** button to confirm. If you select 16:9, be sure to switch the screen mode on your television set to wide screen mode (or any equivalent mode).

- 4:3 (standard screen)
- 16:9 (widescreen)

## 2. AUDIO SETTINGS (Configure sound environment)

Here you can configure your audio settings. Select the setting you wish to use and press the **X** button to confirm. If you have a Dolby Pro Logic II AV system or headphones, select DOLBY PRO LOGIC II to enjoy the game in surround sound (see p. 6 for details). Please be careful of the volume when using headphones.

- Monaural
- Stereo
- DOLBY PRO LOGIC II
- Headphones

## Configuring the Speaker Environment

You can configure the speaker environment by pressing the **A** button after selecting DOLBY PRO LOGIC II. Press the **A** button to hear the girl speaking to the boy sitting in the center of the speakers. Adjust the placement of your speakers so that the location of the sound matches up with where the girl is standing. You can move the girl around with the left analog stick. When you want to move a speaker, select the one you want to move and press the **X** button to confirm. Use the directional buttons to move the speaker, then press the **X** button to accept the speaker placement.



## 3. EVENT SETTINGS (Enable option to skip events)

Here you can enable or disable the option to skip events. If you enable it, you may accidentally skip a new event that is important to the story. It is recommended that you disable this the first time you play through the game.

- Enable Event Skip – Enables skipping of events. You can decide whether or not to skip each event as it starts.
- Disable Event Skip – Disables skipping of events.

## 4. VOICE SETTINGS (Select voice and text settings for events)

Here you can select voice and subtitle settings for event scenes. If you select the "Automatic Subtitle and Voice" option, subtitles will be displayed along with the voices, and you will not be able to manually skip any dialogue.

- Subtitle and Voice – Events are shown with subtitles and voices.
- Voice Only – Events are shown with voices only.
- Subtitle Only – Events are shown with subtitles only.
- Automatic Subtitle and Voice – Events are shown with subtitles and voices. You cannot manually skip text dialogue.

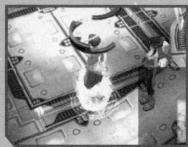
## 5. VIBRATION SETTINGS (Turn controller's vibration function on or off)

Here you can turn the controller's vibration function on or off. Select "ON" to enable the vibration function or "OFF" to disable it.

## 6. DIFFICULTY SETTINGS (Select game's difficulty level)

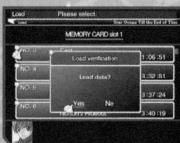
Here you can adjust the strength of your enemies, or level of difficulty, in battle. Select a difficulty level and press the **X** button to confirm. The difficulty level will not affect the story.

- The Earth Level – This is the easy level, recommended for less experienced players.
- The Galaxy Level – This is the normal difficulty level.
- The universe Level – This is a hard and unforgiving difficulty level. You can choose this option only after meeting certain conditions in the game.



Game data can be saved at any save point inside dungeons or at inns in towns. You should save your progress frequently. Select "Card" from the Camp menu to save or load data.

Remember to save your game data before you turn off the game. You can then resume play from the last point you saved. Please make sure that the disc tray is closed before turning the power off.



- Note:** Once you save or load game data, please do not remove or insert the memory card (8MB) (for PlayStation®2) from the MEMORY CARD slot until you are ready to turn the game off. Doing so may prevent you from saving game completion data after you have completed the game.

This game can be played using DOLBY PRO LOGIC II. To enjoy the game in surround sound, connect the AV MULTI OUT connector or the DIGITAL OUT (OPTICAL) connector on your PlayStation®2 computer entertainment system to your home theater system with a DOLBY PRO LOGIC II or DOLBY PRO LOGIC decoder, then turn either function on. The DOLBY PRO LOGIC II audio is also compatible with monaural or stereo settings, so you can enjoy the game even without the PRO LOGIC II feature.

## GAME PROGRESSION

This section describes the basic flow of *Star Ocean: Till the End of Time*. Please read it carefully to help your adventure progress smoothly.



### 1. Prepare for Your Journey and Gather Information

Before you set out, talk to people in towns to gather information, and acquire items and equipment at shops. The towns have many shops and facilities (see p. 7).



### 2. Explore Dungeons

Once you're ready, it's time to head off on your adventure. There are many monsters out in the fields and in the dungeons. Some dungeons may have special contraptions.



### 3. Battle Monsters

Encountering a monster takes you into battle. Battles progress in real time. Use each character's battle skills and items wisely to defeat the enemy.



### 4. Make Preparations at Camp

You can gain money (Fol), experience points, and sometimes items after battles. Heal your party members and set up skills and tactics at camp.



### SELECT A STAGE

You can choose a stage after selecting your characters. Select a stage with the left analog stick or directional buttons on the controller in controller port 1. Only places that have already appeared in the story will be available. Places which you haven't yet seen will be displayed as "???".



### STARTING A MATCH

Once you've selected a stage, the match begins. The skills you can use during battle depend on the skill set you've selected. You cannot use the Battle Camp menu. However, you can pause the fight by pressing the **A** button. Hold down the **○** button while the game is paused to return to the character selection screen.



### ENDING A MATCH

If you defeat your opponent within the time limit, victory is yours! If neither side wins within the time limit, it's a draw. You will return to the character selection screen when the battle is over.

## CHARACTER SKILL SETS

### FAYT



Emphasize Hit No.	Balanced Style	Agility-Oriented
Ⓐ S	Blade of Fury	Side Kick
Ⓐ L	-----	Shotgun Blast
ⓧ S	Air Raid	Dimension Door
ⓧ L	Drain	Charge
Support 1	Increase Fury	Ice Blade
Support 2	-----	Stun

Blade of Fury	Side Kick	Blade of Fury
-----	Shotgun Blast	Dimension Door
Air Raid	Charge	Side Kick
Drain	Ice Blade	Stun
Increase Fury	-----	Standby Healing

### CLIFF



Charging Style	Emphasize Hit No.	Balanced Style
Ⓐ S	Aerial Assault	Electric Fists
Ⓐ L	Fiery Tackle	-----
ⓧ S	Charge	Acrobat Locus
ⓧ L	-----	Hammer of Might
Support 1	-----	Increase Fury
Support 2	-----	-----

Aerial Assault	Electric Fists	Fists of Fury
Fiery Tackle	-----	Aerial Assault
Charge	Acrobat Locus	Hammer of Might
-----	-----	-----
-----	Increase Fury	-----
-----	-----	-----

### NEL



Short-Range Style	Mid-Range Style	Long-Range Style
Ⓐ S	Charge	Shadow Wave
Ⓐ L	-----	Lightning Chain
ⓧ S	Divine Wrath	Shockwave
ⓧ L	Whirlwind	Shadow Wave
Support 1	-----	Flying Guillotine
Support 2	-----	-----

Charge	Lightning Chain	Shadow Wave
-----	Shadow Wave	Lightning Chain
Divine Wrath	Shockwave	Shadow Wave
Whirlwind	-----	Flying Guillotine
-----	No Guard	-----
-----	-----	-----

### ROGER



Short-Range Style	Range-Oriented	Long-Range Style
Ⓐ S	Charge	Raging Helmet
Ⓐ L	Fiery Fury	-----
ⓧ S	Piercing Claw	Whirling Heat
ⓧ L	-----	-----
Support 1	Increase Fury	Fiery Fury
Support 2	-----	Bug Triad

Charge	Raging Helmet	Flying Torpedo
Fiery Fury	-----	Whirling Heat
Piercing Claw	-----	-----
-----	-----	Bug Triad
Increase Fury	No Guard	Increase Fury
-----	-----	Standby Healing

Star Ocean: Till the End of Time features a fighting mode where you can test your skills against party members. Follow the steps below to play Fighting Mode:



1. Explore a particular dungeon
2. Retrieve the treasure in the dungeon
3. Show the treasure to a certain person
4. Go to the fighting arena



You will first have to make some progress in the story. You will unlock Fighting Mode once you obtain a certain dungeon's treasure and show it to someone who has seen many things.

### PLAYING FIGHTING MODE

In Fighting Mode, you can choose from several fighting formats, including one-on-ones and battle royales. Choose your favorite character or try out different characters!

#### SELECT A TIME LIMIT

You can select a time limit of 90 seconds, 180 seconds, or unlimited ( $\infty$ ). Be aware that if you select a fighting format without first setting a time limit, you will be taken to the next screen. The default time limit is 180 seconds.

#### SELECT A FIGHTING FORMAT

You can choose from the four fighting formats below. Fight against the CPU to hone your skills, or play with a friend for endless fun. Select a fighting format with the left analog stick or directional buttons, then press the  $\times$  button to confirm.

##### 1P VS CPU

The player character battles a character controlled by the CPU

##### 1P VS 2P VS CPU

Two players control characters to battle each other

#### SELECT CHARACTERS

Next, select your character. You can choose from the ten characters who join your party (including Fayt). They will become available in Fighting Mode once you obtain certain items in the game.



##### STEP 1: Select a character

First, select the character that you would like to play. Use the left analog stick or directional buttons to change the characters displayed. If you are going to fight against the CPU, use the controller in controller port 1.



##### STEP 2: Select a color

Once you've selected a character, you can select the color of his or her costume. The color will change according to the button you press to confirm your character selection (see details below). Colors for third and fourth players will become available once you obtain certain items in the game.

$\times$  button – 1P color       $\Delta$  button – 2P color  
 $\square$  button – 3P color      R1 button – 4P color

##### STEP 3: Select a skill set

Next, select a skill set for the character. You can choose from three skill sets for each character (see p. 31).

##### STEP 4: Repeat the above steps for all participants

### TOWNS, FIELDS, AND DUNGEONS

The game world can basically be divided into towns, fields, and dungeons. Your adventure will progress as you travel these areas.

#### TOWNS – People and Establishments

Towns are full of townspeople, shops, and other establishments. You can gather information from the townspeople, purchase items at shops, or rest at inns. In other words, use these towns as bases for your adventures. You'll find the following types of establishments in towns:



**Inns:** If you pay to stay the night, you can fully recover your HP and MP and cure status ailments.



**Outfitters:** Many items that can help you on your adventures are sold here.



**Grocers:** You can purchase food and cooking ingredients here.



**Armories:** Find weapons and armor here, which are indispensable in battle. Take a look inside whenever you enter a new town.



**Workshops:** You can invent items here. See p. 24 for details.



**Taverns:** Many kinds of people congregate here. Talk to them to gather information.



#### Talking to Party Members in Town

While in town, try talking to your party members. This can trigger event scenes where your responses may affect the characters' emotions. Higher emotions can influence a character's actions in battle, such as choosing to defend or heal you.

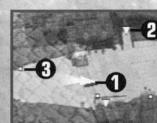


#### FIELDS – Sprawling Wilderness

Towns are surrounded by majestic plains, hills, and mountains. These areas are rife with monsters, and coming in contact with them takes you into battle. Press the R2 button to display a map while exploring.

#### Reading the Map

A map is displayed in the lower right corner of your screen at all times except during battle. Press the R2 button to cycle through the display options "bottom right," "full screen," and "hide." Details on how to read the map are below.



##### 1. Player cursor

This indicates your current location. The highlighted area indicates the camera direction.

##### 2. Entrance cursors

These cursors indicate doors and entrances. The color varies with what you can find inside.

##### 3. People cursors

These cursors indicate party members or townspeople.

##### 4. Map coverage

This percentage indicates how much of the map you have traveled.



**DUNGEONS - Monsters and Contraptions**

Powerful monsters lurk deep inside dungeons. Some dungeons also have special traps and puzzles that obstruct your path.

**Solving Puzzles to Advance**

Switches and other contraptions can be found inside dungeons. If you come across a suspicious area, take a closer look to investigate. For example, pressing the **X** button can turn on switches.



Dark areas that are hard to navigate...



...can be illuminated if you press the **X** button!

**BATTLES**

This section explains the general flow of battle. Defeat enemies in the dungeons and fields to advance.

**BATTLE FLOW****1. Encounter Enemy: Come in contact with an enemy to enter battle**

You will enter combat when you come in contact with an enemy in the field. Be sure to recover your HP and MP before going into battle.

**2. Begin Battle: Fight within a confined battlefield**

It's time to fight! Battles take place within a confined battlefield and end once you defeat all enemies in sight. Use minor and major attacks, Guard, and Battle Skills to win.

Battle Basics –	p. 9	Battle Camp Menu –	p. 12
Battle Controls –	p. 9	Status Ailments –	p. 12
Battle Screen –	p. 11	Bonus Battle Gauge –	p. 13

**3. After Battle: Check results and return to your journey**

After each battle, a screen will appear showing any experience points, EXP, and items you've acquired. If the results meet conditions that qualify for Battle Trophies, you will also have the opportunity to save that data. Press the **X** button to return to the field map.

**Game Over**

If your HP or MP falls to 0 or you are petrified, you are no longer able to fight. If none of your party members are able to fight anymore, the game is over. You can resume play from the last point at which you saved your progress.

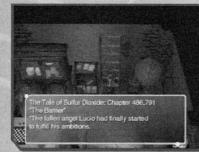
Here are some hints for your journey. Keep them in mind as you set out into the vast universe.

**01 – Save your progress often**

There may be times during your long adventure when the unexpected happens or when you encounter a seemingly unbeatable enemy. You should save your progress frequently to be prepared for such circumstances. Please see pages 6 and 23 for details on how to save your game data.

**02 – If the story won't advance, talk to people**

If it seems like the story is not progressing, try talking to townspeople or party members. Sometimes you can talk to the same person several times and get different responses each time. Use the map feature with the R2 button to find out which buildings and rooms you can enter, and have conversations with as many people as you can.

**03 – Examine as many areas as possible**

You can examine many things in the Star Ocean universe by pressing the **X** button. For example, check a control panel to access another room, or see what's on someone's bed...

**04 – Winning battles**

Merely pounding on the buttons will expend your Fury and probably won't lead to an easy victory. Guard and sidestep wisely while keeping an eye on your Fury level. You may also wish to have one battle participant focus on healing.

**05 – How to fix Meena's music box**

Unfortunately, there doesn't seem to be a way to obtain parts for precision machinery like a music box within the village of Whipple. What place nearest the village of Whipple would have extraordinarily high-level machinery?

**06 – What's the secret code to Norton's hideout?**

It can't be difficult, or else none of his underlings would be able to remember it! The numbers might even be written somewhere...

**07 – Disintegrate objects**

Some objects in the field and dungeons, such as stones and statues, can be disintegrated once you obtain certain items. These items will display such objects in a wire frame and allow you to disintegrate them.

## LET'S TRY INVENTING AN ITEM

### Adding a factor to a weapon

You can add many effects to an item through certain types of invention like crafting and synthesizing. Below is an example of adding a factor to a weapon through synthesis. This should give you an idea of invention's vast potential.

### SAMPLE INVENTION FLOW:

#### Step 1: Select a weapon

First, select the weapon on which you will base your invention. Any weapon can be used, but you should select a weapon that will be useful in battle. This example uses a Bastard Sword.

#### Step 2: Make an accessory

Next, we want to make the Bangle of Accuracy, which would have a factor of "+10% ATK increase." Set a line in the workshop for "CRFT" (Crafting), select "Original Invention," and try to invent the Bangle of Accuracy.

#### Step 3: Enhance the accessory

Keep the line for CRFT, but now select "Specify Plan" to enhance the Bangle of Accuracy you have just invented in Step 2. You must have crafting materials in order to execute this step. This enhancement can result in a Bangle of Accuracy – R1, which raises the factor from "+10% ATK increase" to "+30% ATK increase."

#### Step 4: Synthesize the accessory and weapon

Finally, we can synthesize the accessory you enhanced in Step 3 to the weapon you selected in Step 1 by setting a line in the workshop for SYTH. You must have synthesis materials in order to execute this step. This will result in the reinvention of the weapon with "+30% ATK increase." The character using this new weapon will have an increased ATK of 30%—in other words, 1.3 times the attack that was possible with the original weapon.



## BATTLE BASICS

There are three basic combat moves you should know about. Be sure you understand them before entering battle.

### MINOR ATTACKS, MAJOR ATTACKS, AND GUARD

The three basic combat moves include minor attacks, major attacks, and Guard. Their relationship is similar to that of "rock, paper, scissors." To achieve victory, you must first understand this relationship, then make quick judgments on the enemy's movements and act accordingly.



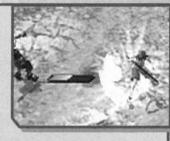
#### Minor Attacks

Minor attacks are swift, making them effective against moving targets and at interrupting an enemy's more time-consuming major attacks. However, minor attacks can be deflected by an enemy's Guard.



#### Major Attacks

Major attacks are powerful, able to break through an enemy's Guard and do significant damage. However, since they take time to execute and require greater motion, they can be ineffective against moving targets and leave you vulnerable to minor attacks.



#### Guard

Guard, which is activated only when your Fury gauge is at 100%, can protect you from an enemy's minor attack. However, an enemy's major attack can break through it.



#### Battle in Real Time

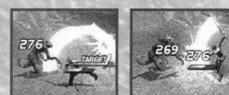
All battles progress in real time. You must take action as circumstances dictate. A maximum of three characters can participate in a battle, but you can control only one at a time. The other characters act automatically according to the tactics you set up.



#### Every Action Expendes Fury

Fury can be thought of as stamina. Actions such as attacks and symbols expend Fury. Be careful: If your Fury gauge reaches 0%, you will be temporarily immobilized. You can recover Fury by simply standing still.

## BATTLE CONTROLS



#### Minor Attacks – $\otimes$ button

Press the  $\otimes$  button to execute swift attacks with little motion. The method and force of attack will vary depending on your distance from the target.

#### Major Attacks – $\odot$ button

Press the  $\odot$  button to execute larger attacks with greater force. The method and force of attack will vary depending on your distance from the target.

#### Guard – Stand Still (100% Fury)

When your Fury gauge is at 100%, Guard can protect you from attacks.

**GUARD AND ANTI-ATTACK AURAS**

Obtaining certain items will allow you to use anti-attack auras. You can customize the effects of anti-attack auras through the Skills menu (see p. 17).

**Protect yourself with Guard**

Stand still to restore your Fury to 100%. When an enemy attacks, a green shield will appear around your character and nullify the attack.

**Activate anti-attack auras**

An anti-attack aura will appear from the shield. Depending on your settings, the effects can range from attacking the enemy to healing a party member.

**BATTLE SKILLS****Hold down the X or O button**

Hold down the X or O button to execute the Battle Skills you've assigned to each button. Battle Skills can be set up through the Skills menu (see p. 16). See p. 13 for a list of Battle Skills.

**OTHER CONTROLS****Move – left analog stick / directional buttons**

You can move your character using the left analog stick or directional buttons.

**Sidestep – L2 button + left analog stick / directional buttons**

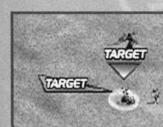
You can jump backward or to either side.

**Open the Battle Camp Menu – A button**

This opens the Battle Camp menu. Please see p. 12 for details on how to use this menu.

**Switch Playable Characters – L1 / R1 buttons**

You can switch which character you actively control. A colored background highlights the character window of your current selection.

**Switch Targets\* – O button**

You can switch your current target enemy. If your target enemy is defeated, you will automatically target the nearest enemy.

\*Applies only to manual targeting mode.

**Toggle between Auto and Manual Modes – R2 button**

You can control your character through either Auto Battle or Manual Battle.

**Sidestep to Evade Attacks, then Strike Back**

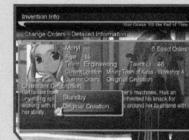
Sidestepping allows you to move quickly back or to the side. When an enemy approaches with a major attack, sidestep out of the way before striking back. You cannot sidestep if obstacles such as walls are in the way, so always be aware of your surroundings.

**Giving Orders to Craftsmen**

If you want items to be invented outside of workshops, you can order your craftsmen to do it for you. Go to the Camp menu > Invention Info > Change Orders, select a craftsman, and press the X button to confirm.

- **Original Invention:** The inventor will invent items on his or her own. When an inventor is ordered to work on an original invention, the development costs will be subtracted from your current funds.

- **Standby:** The inventor will not do anything.

**EXPAND WORKSHOP FACILITIES**

You can modify a workshop to increase the number of lines and the types of items that can be created there. Use the left analog stick or directional buttons to choose the facility to be added to the workshop, and press the X button to confirm. Be aware that expanding workshop facilities will cost money. No more than three lines can be set up in any workshop.

**The Cost of Inventing Items**

Inventing one unit of an item will incur a certain cost, so be sure to keep an eye on your money. Also, be aware that the chances of successful invention decrease as the QUALITY bar is expended.

**TRANSFER INVENTORS**

You can transfer craftsmen if, for example, you want to assign them to the workshop in your current location. However, there is a limit to the number of craftsmen you can assign to each workshop.

**STEP 1: Select the craftsman to be transferred**

First, use the left analog stick or directional buttons to choose a workshop, then press the X button to confirm. Next, choose the craftsman you want to transfer with the left analog stick or directional buttons and press the X button to confirm.

**STEP 2: Select a destination workshop (town)**

Choose the destination workshop with the left analog stick or directional buttons, then press the X button to confirm. Choose an open slot within the selected workshop and press the X button to complete the transfer. You can also use this step to replace a craftsman with the transferring craftsman.

**INVENTING ITEMS Q&A**

Here is some basic information you should know about inventing items in a Q&A format. It should help you invent items to aid your adventure.

**Q1: What happens when I file a patent?**

A: The item will be distributed all over the universe. When you file a patent, the item will be evaluated by the guild. Based on the evaluation, you can go up in the inventor rankings and earn ranking bonuses.

**Q2: Why can I only make the same items?**

A: You should try changing the members of your development team. The variety of items will increase with two or three members instead of just one. Talent levels will also affect the types of items you can invent. You should look for craftsmen with higher talent levels.

**Q3: Why are some items not available when I choose "Specify Plan"?**

A: The only items available for "Specify Plan" are those with parentheses ( ), such as (1), after the description of the item. Note that you also need appropriate materials in order to specify a plan.

**Q4: Why do my inventors fail every time I specify a plan?**

A: This depends on the talent levels of the craftsmen. Inventions are more prone to failure when talent levels are low. You should try assigning craftsmen with higher talent levels.



### STEP 2: Selecting the type of invention

Next, choose the type of item you want to invent. Select one with the left analog stick or directional buttons, then press the **X** button to confirm.

Text colors are explained below:

**White** – Invention possible in current workshop with current team.

**Pink** – Invention possible in current workshop, but not with current team.

**Grey** – Invention not possible in current workshop. You must expand workshop facilities.

### STEP 3: Selecting a plan

After selecting the type of invention, you need to select either "Original Invention" or "Specify Plan" (please see below). When the cost of the selected plan is displayed, review it and press the **X** button to confirm. This concludes the line setup. If you want to set up another line, follow the steps above on a different line.

- Original Invention – An item will be created. You might even invent a new item.
- Specify Plan – You can modify an item by combining it with other materials.

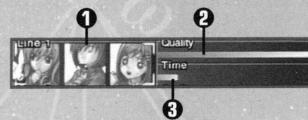
## [2] BEGIN THE INVENTION PROCESS

After you have set up the lines, you can start the invention process by pressing the **□** button. You can give commands for each line while invention is in progress.

### VIEWING THE INVENTION-IN-PROGRESS SCREEN

#### 1) Characters participating in invention

You can determine the success or failure of an invention by the facial expressions of the characters.



#### 2) The QUALITY bar

This shows the success rate of the invention. The quality of an invention decreases with time. The invention fails if this bar reaches zero.

#### 3) The TIME bar

This shows the time it takes to make one unit of an item (one cycle). When the bar reaches the right end, the first cycle ends and the second cycle automatically begins.

### Things you can do while the line is moving:

**Direction** (**X** button): When you press the **X** button, you will be asked if you want the item to be submitted. Select "Yes" to submit it and to end the invention process. Select "No" to continue development.

**Check Status** (**△** button): You can check on what other inventors all over the continent are doing.

**Abort** (**○** button): You can abort development and return to the workshop screen.

## [3] INVENTION COMPLETE – OBTAIN ITEM

### STEP 1: Obtain the invented item

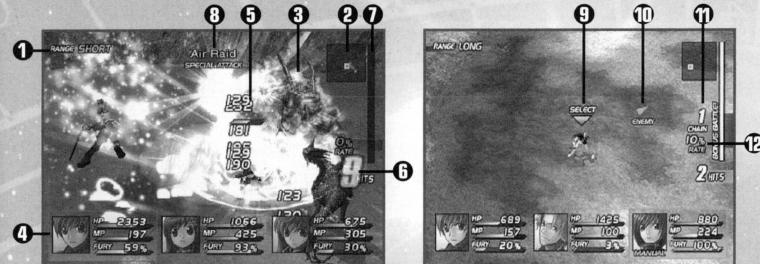
If you select "Direction" by pressing the **X** button during development, you will be asked if you want the item to be submitted. Selecting "Yes" will end the invention process, and if an item was successfully created, you can check its details (see below). Press the **X** button again to obtain the item.

- Type of item
- Name of item
- Quantity
- Factors
- Description of item

### STEP 2: If a new item has been invented

If you succeed at inventing a new item, you can file a patent for it. Please refer to p. 22 for details on how to file a patent. **NOTE:** If the item you invented already exists, you cannot file a patent for it.

The battle screen displays a variety of information. You must understand the meaning and importance of each part in order to make quick decisions.



**1) Range** – Indicates the distance between you and the enemy (SHORT / LONG).

**2) Map Radar** – A simple map of the battlefield. ■ (red squares) indicate enemies, ■ (blue squares) indicate party members, ■ (orange squares) indicate party members with low HP.

**3) Monster** – This is an example of a monster. Gauges around monsters indicate their Fury.

**4) Character Windows** – These windows show the attributes of the characters in battle.

**5) Damage** – Shows the amount of damage inflicted when an attack hits.

**6) Combo Hits** – Shows the number of an attack's consecutive hits.

**7) Bonus Battle Gauge** – Shows the level of the bonus battle gauge.

**8) Skills Used** – Shows the skills being used.

**9) Controlled Character** – Indicates the character you are currently controlling.

**10) Enemy Cursor** – Shows the direction of an enemy out of view.

**11) CHAIN** – Indicates the number of consecutive bonus battles.

**12) RATE** – Indicates the charge rate of the bonus battle gauge.

### THE CHARACTER WINDOW



**HP** – Current HP (health points) level. You will be unable to fight if this drops to 0.

**MP** – Current MP (mental points) level. You will be unable to fight if this drops to 0.

**Fury** – Current Fury level. Fury is expended with every move.

### SPECIAL CONDITIONS DURING BATTLE



**Stun** – Being struck by certain attacks or anti-attack auras will stun you. You should recover and be able to move again soon afterward.



**Guard Broken** – A major attack can break through Guard. Once Guard is broken, you will be vulnerable even to minor attacks until you regain 100% Fury.



**Down** – Some attacks will knock you to the ground. Others may throw you up in the air, unprotected, before you hit the ground.

### THE BATTLE CAMP MENU

Pressing the **A** button during battle will open the Battle Camp menu. The Battle Camp menu can be used for various purposes such as invoking symbols or using items on the fly. Use the left analog stick or directional buttons to make your selection from the menu, then press the **X** button to confirm. Please note that time stops while the Battle Camp menu is open. Also, pressing the **O** button while the Battle Camp menu is open will give you a bird's-eye view of the battlefield.



#### SYMBOLOGY

Select this to use the symbols you have acquired. Some symbols require you to choose a target. Symbols are slow to activate because of the invocation time required.



#### ESCAPE

To run from a battle, select "ESCAPE." Your characters will attempt to flee, but a successful escape is not guaranteed.



#### TACTICS

Select this to set up action guidelines for your computer-controlled party members. All characters besides the one you control will act according to these tactics.



#### TACTICAL SKILLS

Select this to activate the Tactical Skills you have set up within "Skills Setup." You can also change the settings of some skills.



#### EQUIPMENT

If you want to change equipment such as weapons and armor, select "EQUIPMENT," the piece of equipment you want to replace, and then the new item. Equipment can also be changed from the Camp menu.



#### ITEMS

To use an item in your possession, select "ITEMS," the item you want to use, then the enemy or party member on which to use the item.

### STATUS AILMENTS

Enemy attacks can inflict status ailments. Ailments are indicated by changes in a character's appearance as well as restrictions to his or her movement in battle. The following are some examples of status ailments:



#### Poisoned

Poisoned characters turn green and their HP slowly drains away. They can no longer fight if their HP falls to 0.



#### Paralyzed

Yellow bolts of lightning indicate that a character cannot move due to paralysis. Characters are completely defenseless against enemy attacks while paralyzed.



#### Petrified

Characters turn brown when turned to stone. If all your party members are petrified, the game is over.



#### Frozen

Frozen characters turn blue and are immobilized for a short time. A single blow from the enemy can incapacitate them.

### INVENT - CREATE AN ITEM

This command is for inventing an item inside a workshop. The following is an overview of the invention process. Please refer to pp. 25-26 for details.

#### PROCESS OF INVENTION:



##### 1. Set Up Development Lines (see below)

First decide on the members who will take part in the invention process. Please see below for details on how to view the screen and set things up.



##### 2. Begin the Invention Process (see p. 26)

After setting up the line, press the **O** button to start the invention process. You must start the line for invention to take place.



##### 3. Invention Complete - Obtain Item (see p. 26)

After the line is started, an item will be created. Not only can you use your own inventions, you can also sell them all over the universe after patenting them. Please see p. 22 for details.

### VIEWING THE DEVELOPMENT TEAM SCREEN

#### 1) Inventors

These are the inventors and player's characters who have been assigned to the workshop.

#### 2) Invention Menu

This displays the menu for invention and your current funds.

#### 3) Lines

This describes the lines that have been set up.



- 1
- 2
- 3

### [1] SET UP THE LINES



#### STEP 1: Forming the Development Team

First, you must set up a team to work on an invention in the workshop. A team can consist of one to three inventors. A team can only consist of inventors who possess the same talent. Select a member with the left analog stick or directional buttons, then press the **X** button to confirm. You can view the inventors' abilities by pressing the **A** button.

#### Inventor Talents and Abilities:

<b>COOK (Cooking)</b> –	Preparing food
<b>CRFT (Crafting)</b> –	Making accessories
<b>SMTH (Smithery)</b> –	Forging equipment like weapons and armor
<b>ENG (Engineering)</b> –	Making guns and other machinery
<b>ALCH (Alchemy)</b> –	Creating precious stones and metals
<b>CMPD (Compounding)</b> –	Developing potions and bombs
<b>WRIT (Writing)</b> –	Writing tomes and scrolls that teach new skills
<b>SYTH (Synthesis)</b> –	Combining items with weapons

"Inventing" is a system for modifying an existing item or creating a completely new item. Besides weapons and armor, you can also invent such things as food and accessories.



### GETTING STARTED

In order to invent items, you must first register with the craftsmen's guild. There you will receive a Compact Communicator, which you can use to send orders to inventors you've contracted to work for you.



### TWO WAYS OF INVENTING ITEMS:

#### 1. Inventing items at workshops

At workshops, the player's characters and inventors can form a team of one to three to invent items. You can leave it up to the craftsmen's inspiration through "Original Invention" or choose "Specify Plan" to modify an item in your possession. Any item invented is immediately available for your use. If you create a brand new item through "Original Invention," you can file a patent for that invention.

#### 2. Inventing items outside of workshops

You can send orders through the Compact Communicator to any inventor with whom you have signed a contract. Instead of forming a team, you send orders to each individual inventor. You can have them work on an "Original Invention" of their own or put them on "Standby" to await your orders. If a patent is filed for an invention, the inventor may go up in the inventor rankings, resulting in bonus money for you. Items invented in this way will not be immediately available, but will instead be distributed to the shops.

#### Contracting Craftsmen

Craftsmen are scattered all over the continent. When you meet one, you can contract him or her to work for you after negotiating and paying a contract fee. You can even headhunt famous high-ranking craftsmen. You should search every nook and cranny for inventors and sign them up. Some may require certain items instead of money before they agree to a contract.

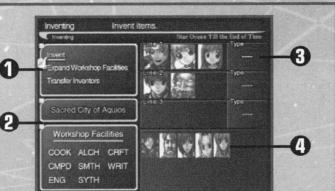


### INVENTING ITEMS

You can begin setting up for inventing inside a workshop by approaching the paper-laden desk. Besides inventing items, you can also expand workshop facilities and transfer inventors to other workshops.

#### VIEWING THE WORKSHOP SCREEN

- 1) Workshop Menu
- 2) Name of workshop and types of inventions you can execute
- 3) Development lines set up
- 4) Craftsmen assigned to that location

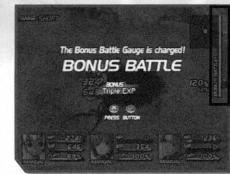


### BONUS BATTLES

The bonus battle gauge on the right of the screen charges as your attacks hit the enemy. Once the gauge is full, you enter a bonus battle. Winning bonus battles offers rewards like multiplying experience points or Fols acquired.

#### How the Bonus Battle Gauge Works:

- 1) Hit the Enemy with Your Attacks
- 2) Fill Up the Bonus Battle Gauge
- 3) Bonus Battle Activated
- 4) End Battle
- 5) Get Bonuses!



The bonus battle gauge charges as you attack, and once it reaches 100%, a bonus battle begins. Be aware that the gauge will break and end the bonus battle if any of the conditions below are met.

The bonus battle gauge returns to 0 if:

- The character you control takes a critical hit
- The character you control is incapacitated
- You escape from battle

#### Executing Chains

A winning streak with the bonus battle gauge maintained at 100% produces a chain. Continuing the streak will yield a wider variety of bonus battles.



### BATTLE SKILLS

Battle Skills include physical finishing blows, which cost HP, and magical symbology skills, which cost MP. Here is a partial list of Battle Skills that may prove useful:

Battle Skill	Character	CP	Effect	Range
Charge	All	4	Charge an enemy	S
Aerial	All	2	Effective against airborne enemies	S
Critical Hit	All	2	Inflict critical HP/MP damage on an enemy	S/L
Stun	All	2	Stun an enemy at a certain rate	S/L
Loot Item	All	2	Items may be dropped when an enemy dies	S/L
Increase HP Damage	All	4	HP damage to enemy increased by 50%	S/L
Increase MP Damage	All	4	MP damage to enemy increased by 50%	S/L
Blazing Sword	Fayt	4	Infuse sword with the power of fire	S/L
Blade of Fury	Fayt	4	Unleash a barrage of slashes	S/L
Ice Blade	Fayt	4	Infuse sword with the power of ice	S/L
Sphere of Might	Cliff	4	Create a burst of energy waves	S/L
Hammer of Might	Cliff	3	Slam down on an enemy with both fists	S/L
Fiery Tackle	Cliff	6	Tackle enveloped by an aura of flames	S/L
Poison Cloud	Nel	2	Create a poisonous smoke screen	S/L
Shockwave	Nel	3	Send a shock wave at an enemy ahead	S/L
Shadow Wave	Nel	3	Send a shock wave across the ground	S/L
Fiery Axe	Roger	2	Attack with a giant axe	S/L
Land Mines	Roger	4	Set land mines while moving	S/L
Whirling Heat	Roger	2	Attack with an electromagnetic whip	S/L
Frozen Daggers	Peppita	4	Throw daggers of ice through the air	S/L
Power Dance	Peppita	6	Boost the attack of nearby allies	S/L
Healing Dance	Peppita	6	Restore HP to surrounding allies within range	S/L

(Range: S = Short, L = Long) (CP = Capacity Points, see p. 16)

#### Cancel Attacks to Gain Bonuses

You can enter commands for attacks and then immediately cancel them to increase the strength of the final blow. For example, try a minor attack (normal attack) followed by a minor battle skill, then a major battle skill, and end with a minor battle skill. Each time you cancel an attack, a bonus is applied to the subsequent attack. Bonuses of up to 300% can be attained.



**THE TEN MENUS**

Press the **A** button to display the Camp screen. At the Camp screen, you can set up skills, use items, and make other preparations for your adventure. Press the **Q** button to exit the Camp screen.

**SYMOLOGY (see p. 15)**

You can select a character to use symbols. You can also enable or disable symbols to be used by the CPU during battles.

**SKILL SETUP (see p. 15)**

Use this menu to set up Battle Skills and build up your characters through Status Skills.

**ITEMS (see p. 18)**

You can use this menu to view and use your items, such as recovery items for healing party members.

**EQUIPMENT (see p. 19)**

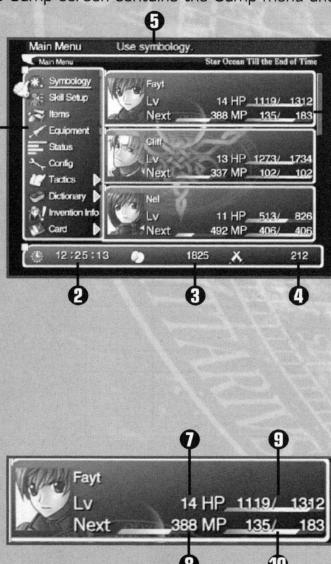
Use this menu to change your weapons, armor, and accessories.

**STATUS (see p. 19)**

You can check the status of your characters and even rename them. You can also select Color Twins (see p. 33).

**THE CAMP SCREEN**

The Camp screen contains the Camp menu and other information.



5

1

6

2

3

4

**1. Camp Menu**

This consists of ten menus. Select one to proceed to the next screen.

**2. Time Elapsed**

This displays the time that has elapsed since you started the game.

**3. Money**

This is the amount of money (Foil) you currently possess.

**4. Number of Battles**

This displays the number of battles you have fought.

**5. Menu Notes**

This displays notes on the selected menu.

**6. Character Status**

This displays a simplified view of your characters' status.

**7. The character's current level**

8. Experience points needed to reach the next level

9. Current HP / Maximum HP

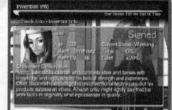
10. Current MP / Maximum MP

**CHECK INFO – VIEW INFORMATION ON INVENTORS AND SHOPS**

You can view information on inventors and shops all over the continent. Select the desired menu option with the left analog stick or directional buttons, then press the **X** button to confirm.

**Inventor Info – Check information on inventors**

You can check information on registered inventors. Choose an inventor from the list with the left analog stick or directional buttons, then press the **X** button to confirm.

**Invention List – Check items that have been created**

Select an item with the left analog stick or directional buttons, then press the **X** button to display details on that item. Press the **X** button again to display the shops where the item is sold.

**Shop Info – Check the items sold in each shop**

You can check each shop to see what items it has for sale. Select a town from the workshop map with the left analog stick or directional buttons, then press the **X** button to confirm. Then select a shop to see the items available there.

**Workshop Map – Check the locations of towns and dungeons on a map**

You can display the workshop map to check on the locations of towns and dungeons.

**Ranking – Check inventor rankings**

You can check inventor rankings and view information on specific inventors.

**CHANGE ORDERS – CHANGE ORDERS TO AN INVENTOR**

You can change orders given to the inventors working for you. Please see p. 27 for details on the orders you can issue.

**ALERTS – SET UP ALERTS**

When you set up alerts, an icon will appear on the screen whenever the specified conditions are met. Listed below are the four alerts you can set up. Select an alert with the left analog stick or directional buttons, then press the **X** button to turn it on or off.

- Unsigned inventor files a patent
- Signed inventor files a patent

- New product hits stores
- New inventor enters the development race

**CARD**

Here you can save or load data using a memory card (8MB) (for PlayStation®2). Select a MEMORY CARD slot and file with the left analog stick or directional buttons, then press the **X** button to confirm.

**SAVE – Save data**

Save your progress in the game. You will need at least 175KB of free space to save game data. You will need an additional 1200KB of free space to collect Battle Trophies.

**LOAD – Load data**

Load data in order to resume the game from where you left off.



**THE TEN FORMATIONS**

**Line:** A typical formation in a straight vertical line.



**Inverted Triangle:** An inverted triangle formation.



**Loose Line:** Suitable for fighting with party members spread out.



**Forward Line:** Useful for making quick escapes.



**Guard:** An aggressive formation protecting the rear.



**Spear:** Places one brave hero out front.



**Left Flank:** Guards against attacks from the left.



**Right Flank:** Guards against attacks from the right.



**Triangle:** A triangular formation.

**DICTIONARY**

You can look up notes on the various terms that appear in the game. Select a category of words, then select a word to see the notes. The number of words will increase as the game progresses.

**INVENTION INFO**

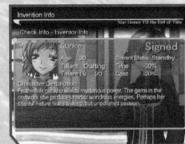
Get information regarding inventions and file for patents. Once you obtain the "Compact Communicator" in the game, a menu called "Invention Info" will be added to the Camp menu. You can use "Invention Info" to get information on items available all over the continent, file for patents, and give orders to inventors.

**LATEST INFO - GET INFORMATION ON INVENTIONS**

Here you can check on the activity of inventors and get information on the latest inventions. You can choose from the three menu options listed below. Move the cursor to the desired option and press the **X** button to view detailed information.

Options available in Latest Info:

1. Inventions
2. Items in store
3. Registered inventors

**FILE PATENT - FILE A PATENT FOR YOUR INVENTIONS**

When you invent a new item, you can file a patent for it.

**STEP 1: Select the item you want to patent**

When you select and confirm "File Patent," a list of eligible items will be displayed. Select one with the left analog stick or directional buttons, then press the **X** button to confirm.

**STEP 2: Have your invention reviewed**

Next, a description of the invention will appear. If you want to file a patent for the item, confirm by pressing the **X** button. Your invention will then be reviewed. After checking the evaluation results, press the **X** button to finalize the filing process.

There are ten menus in the Camp screen that you can use. Select the desired menu with the left analog stick or directional buttons and press the **X** button to confirm.

**SYMBOLS**

You can use symbols to heal characters here if you have enough MP. Attack symbols are for use in battle only and cannot be used from this menu.

**STEP 1: Select a character**

Select a character with the left analog stick or directional buttons, then press the **X** button to confirm. Sophia, Adray, Fayt, Maria, and Nel will acquire a variety of symbols as they gain levels. However, characters can only learn some symbols from tomes (Common Attack Symbols, Common Support Symbols). Except for Sophia and Adray, party members will not acquire such symbols automatically.

**STEP 2: Select the symbol to be used**

Once you select a character, a list of available symbols will appear. Select the symbol you want to use with the left analog stick or directional buttons, then press the **X** button to confirm. You can cycle through characters by pressing the L2 and R2 buttons.

**STEP 3: Select a target character**

Finally, choose the character on whom to use the symbol. Select a character with the left analog stick or directional buttons, then press the **X** button to confirm.

**Enabling and Disabling Symbols in Battle**

At step 2, select a symbol and press the **□** button to allow or prevent computer-controlled characters from using that symbol in battle.

**SKILL SETUP**

This is where you can allocate available SP (skill points) and set up Battle Skills and Tactical Skills. Use the directional buttons to select from "Status," "Battle," or "Tactical," then press the **X** button to display the corresponding screen.

**STATUS SKILLS AND BATTLE SKILLS**

Skills can be largely categorized into Status Skills and Battle Skills. There are also Tactical Skills (see p. 17).

**What are Status Skills?** These can be thought of as attributes for developing your characters. Each character has four skills to which you can allocate skill points; your decision on which skills to emphasize will affect the character's abilities.

**What are Battle Skills?** The special attacks and symbols you can use in battle are collectively known as Battle Skills. You can select up to six Battle Skills, which must be set up in advance.

**BATTLE – SETTING UP BATTLE SKILLS**

Here you can set up special attacks and symbology. The Battle Skills you set up here will be available for use in battle.

**STEP 1: Select a slot for the Battle Skill**

First, select a slot with the left analog stick or directional buttons, then press the **X** button to confirm. A maximum of six Battle Skills can be selected at one time. See below on how to view this screen.

**STEP 2: Select a Battle Skill**

Next, select a Battle Skill with the left analog stick or directional buttons, then press the **X** button to confirm. Skills can be allocated to the **X** button (short range / long range), the **O** button (short range / long range), and Support (two choices). Each skill has CP (capacity points); you cannot allocate more than the maximum available CP for each character. Maximum CP will vary by character and level.

- Common Support Symbols and Common Attack Symbols must be set up in the "Support" slots before characters can use them in battle.

**VIEWING THE BATTLE SKILLS SETUP SCREEN**

**S** Hold down the minor attack button to activate skill when near the enemy.

**L** Hold down the minor attack button to activate skill when far from the enemy.

**S** Hold down the major attack button to activate skill when near the enemy.

**L** Hold down the major attack button to activate skill when far from the enemy.

Support Skills automatically activated (up to two).



1. The number on the left indicates the CP currently used; the number on the right indicates the maximum CP available.
2. Your skill level for the selected Battle Skill.
3. Your mastery of the selected Battle Skill.
4. Skill uses needed to reach the next level.
5. Severity of damage to the enemy.
6. HP expended when the selected Battle Skill is used.
7. Fury expended when the selected Battle Skill is used.
8. CP needed to set up the selected Battle Skill.

DM	HP	FUR	CP
x 1.50	65	42	2

5 6 7 8

**Battle Skills Become More Powerful with Use!**

You can achieve increasing levels of mastery over every Battle Skill. The more you use the Battle Skill, the more powerful the effect becomes!

**TACTICS**

Here you can switch members, change battle formation, and select battle tactics. Select the desired submenu with the left analog stick or directional buttons, then press the **X** button to open the settings screen.

**TACTICS – SETTING A BATTLE PLAN**

You can direct characters to follow certain courses of action in battle. Choose tactics according to the type and abilities of each character.

**STEP 1: Select a character**

First, select a character with the left analog stick or directional buttons, then press the **X** button to confirm.

**STEP 2: Select tactics**

A menu listing six tactics will appear. Select one with the left analog stick or directional buttons, then press the **X** button to confirm.

**REPLACE – REPLACE BATTLE PARTICIPANTS**

You can switch out party members participating in battles. Up to three characters can be selected to fight. Organize party members according to their condition and the type of enemy you face.

**STEP 1: Select the character to be replaced**

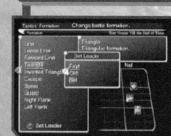
First, use the left analog stick or directional buttons to select the character you want to replace, then press the **X** button to confirm. Battle participants are listed on the left, while reserve members (those not actively participating) are on the right.

**STEP 2: Replace the character**

Next, select a character to replace the one you chose in step 1. Choose and confirm the character the same way you did in step 1.

**FORMATION – DETERMINE BATTLE FORMATION AND LEADER**

Here you can assign battle formation and leader. You should adjust formation according to the characters taking part.

**STEP 1: Select a formation**

There are ten formations available. Select one with the left analog stick or directional buttons, then press the **X** button to confirm.

**STEP 2: Select a leader**

Press the **O** button to display the leader selection window. Select the character you want to designate as the leader with the left analog stick or directional buttons, then press the **X** button to confirm.

- The leader is the character controlled by the player at the start of a battle.



**EXAMPLES OF TACTICAL SKILLS:****Select Anti-Attack Aura**

You can select the type of anti-attack aura that is activated by a successful Guard. Anti-attack auras can stun or damage enemies as well as heal party members.

**Combat Training**

You can gain more experience points, but you expend more Fury.

**Berserk**

Strengthens your attack and reduces expended Fury, but lowers defense.

**Cure Condition**

Reduces the effects of status ailments, but lowers defense.

**Use Tactical Skills Wisely**

Tactical Skills are very effective but tend to expend a substantial amount of Fury and HP/MP, which can leave you vulnerable. You should reserve Tactical Skills for the times you need it most, based on circumstances and the type of enemy you face.

**ITEMS**

You can reference what kind of items you have and use them. Items are divided into nine categories.

**STEP 1: Select a category of items**

First, select a category of items with the left analog stick or directional buttons, then press the **X** button to confirm.

**STEP 2: Select an item**

Select an item with the left analog stick or directional buttons, then press the **X** button to confirm. You can also sort the items by pressing the **□** button.

**STEP 3: Reference the item**

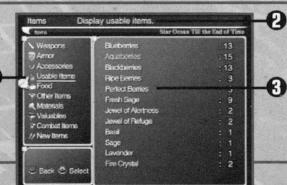
Once an item is selected, press the **A** button to view details about the item. You can discard the item by pressing the **□** button. If you have more than one of the same item, you can select which one to use.

**STEP 4: Select a target character**

For items that heal, select a target character with the left analog stick or directional buttons, then press the **X** button to confirm.

**VIEWING THE ITEMS SCREEN**

- 1 List of item categories.
- 2 Explanation of the selected category.
- 3 List of items in the selected category.

**EQUIPMENT**

You can equip your characters with weapons, armor, and accessories in your possession. Whenever you acquire a new weapon, use this command to equip it and try it out.

**STEP 1: Select the character to equip**

First, select a character with the left analog stick or directional buttons, then press the **X** button to confirm.

**STEP 2: Select the type of equipment**

A list of your equipment will appear. Select an item with the left analog stick or directional buttons, then press the **X** button to confirm. You can also press the **A** button to automatically equip the character with the optimal equipment available. You can cycle through characters by pressing the L2 and R2 buttons.

**STEP 3: Select the item to equip**

Finally, choose the item to equip. Select one with the left analog stick or directional buttons, then press the **X** button to confirm. Refer to the description of the selected item that appears on the upper portion of the screen.

**VIEWING THE EQUIPMENT SCREEN**

- 1 Character's status. "LV" signifies the character's level.
- 2 Current equipment.
- 3 Description of the selected item.
- 4 List of available equipment.

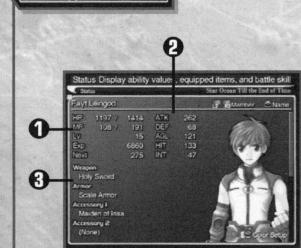
**STATUS**

Here you can view each character's abilities, status, equipment, and skills. You can also change the character's name and colors.

- For details on changing a character's colors, please refer to "Color Twins" on p. 33.

**STEP 1: Select a character**

Select "Status" from the menu, use the directional buttons to select a character, then press the **X** button to display his or her status screen.

**VIEWING THE STATUS SCREEN (1)**

- 1 Basic character information.  
HP – Current HP / Maximum HP.  
MP – Current MP / Maximum MP.  
LV – Character's level.  
EXP – Experience points accumulated.  
NEXT – Experience points needed to reach the next level.
- 2 Character's ability values.  
ATK – Value indicating strength of character's attack.  
DEF – Value indicating strength of character's defense.  
AGL – Value indicating character's agility.  
HIT – Value indicating character's accuracy.  
INT – Value indicating character's intelligence.
- 3 Weapon, armor, and accessories currently equipped.